

## Three-Person Terminology

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**Lead** – official on the endline

**Trail** – outside official on the same side of the floor as the Lead

**Center** – outside official opposite the Lead and Trail

**Strongside** – side of the court with the Lead and Trail officials

**Weakside** – side of the court opposite the Lead and Trail officials; Center is on this side

**Ballside** – side of the court where the ball is located; this is most often the same as strongside

**Rotation** – movement of the three officials during a live ball that results in two officials ballside; the Lead moves to ballside while the Center backs out to become the Trail and the Trail **Fills** to become the Center

**Switch** – movement of two officials during a dead ball following a foul call that results in the calling official moving to tableside and the ball remaining in the frontcourt for a throw-in or free throws

**No Long Switch** – when a foul is called in the backcourt resulting in a throw-in that goes the length of the court, no switch is made (**a bump and run may occur though**)

**Primary area of coverage (your primary)** – a specific area of the court for which an official is responsible

**Competitive matchup** – situation where opponents are working or competing against each other as opposed to opponents six or more feet apart

**Secondary area of coverage** – when an official has no “competitive matchup” in his/her primary area of coverage, and extends their vision outside their primary

**On-ball** – when an official’s vision is on the ball and all play directly related to the ball; this should occur only when the ball is in an official’s primary area of coverage!

**Off-ball** – when an official’s vision is NOT on the ball because the ball is NOT in their primary area of coverage; the official is now looking for “competitive matchups” in their primary or secondary area of coverage but **NOT ON THE BALL**

**Ball Watching** – when an official’s vision is locked on the ball regardless of where the ball is on the court

**The Slot or Open Angle** – that area between competing opponents that gives an official a clear view of the play – not **Straightlined**

**Curl Play** – the play where a player (usually in the post) spins, pivots, or curls away from the official so that the official’s view of the slot or open angle is lost

**Bump and Run** – when the Trail moves to administer a throw-in in the backcourt on the Center side, which “bumps” the old-Center to the new-Lead position down the court

**Swing** – situation in which a throw-in is made on what was the Center’s sideline in the new frontcourt; the other two officials “swing” to fill the new Lead and new Center

**Help Calls** – when a ball goes out of bounds on an official’s line and they do not see who touched the ball last. Help calls also extend beyond out-of-bounds calls and can include helping a partner on the ball that goes through the basket when a foul occurs, help on a shot near the three-point arc, help on a ball going into the backcourt (was it tipped?), and help on a last second shot (released before or after the red/LED lights or the horn)

**Double Whistle** – a situation in which more than one official blow their whistles on a foul or a violation

**Point of Interruption (POI)** – method of resuming play after the game has been stopped for an unusual circumstance or due to an official’s inadvertent whistle, or a correctable error (one exception), or the calling of double personal or simultaneous personal fouls. Play is resumed by a throw-in or free throw where the ball was located when the stoppage occurred.

**Wide Angle** – position of the Lead official when the ball is on his/her side of the nearest free throw lane line; this position is approximately two steps inside the three-point arc

**Closed Down** – position of the Lead official when the ball is between the free throw lane lines; this position is one step outside the nearest free throw lane line

**Pinch the Paint** – position of the Lead official when a drive to the basket comes from the weakside (Center side); as the drive begins, the Lead official should take a step into the extended lane area to get a good view of possible contact from **secondary defenders**

**Accelerated Pace** – the pace at which the Lead official moves during a rotation

**Completed Rotation** – once the Lead official crosses the far free throw lane line (too late to return or “go back”)

**Loop** – action by the Center or Trail official to avoid being **straightlined** by “going over the top” to maintain a good view of “**the slot**” or “**open angle**”